The Matrix Role-Playing Game

Welcome!

This game is based on the world created in the movie The Matrix. The game mechanics were designed by West End Games--in fact, this is a direct adaptation of their Star Wars Role-Playing Game, Revised and Expanded (now out of print). While I believe I've included enough in these pages to get a Matrix game going, you really should pick up a Star Wars rule book to flesh out the details of the system (skills, combat, etc.).

The text below was taken from my web page at http://TheMatrixFreeRPG.tripod.com, so please pardon some of the formatting errors. I hope to revise the pages soon and I'll post a second version of this text format. If you have any additions you would like to add, please contact me a yossarian312@yahoo.com.

Special thanks to Joe for his Gun Catalog (see equipment) and Dan for comments and his automated Dice Roller (available at the website).

Thanks!

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Chapter I. The Basics

This game is based on West End Game's D6 system, specifically its Star Wars Role-Playing Game. I recommend picking up a Star Wars rulebook (available at some game stores and on many online auctions) to fill in gaps that I don't cover here. If you have any questions or comments, please email me and I'll try to answer them for you.

GAME MECHANICS

The Dice

The system requires players to roll six-sided dice (D6), which represent a character's attributes and skills. When appropriate, the Game Master will tell a player to roll a number of dice equal to either the attribute or skill being used. The player rolls the appropriate number of dice, adds the values together and tells the GM the sum. If the sum is equal to or greater than the difficulty number (See below), the character succeeds. If it is lower, the character fails.

> ***Example***: *Rom is trying to walk along a thin ledge without falling. He has a Dexterity of 3D. The GM sets a difficulty number and then the player controlling Rom will roll 3 dice and sum the results to see if he is successful.*
>
> *Example 2: Rom is trying to operate a forklift and the GM tells him to roll his Mechanical skill (2d+2). Rom rolls two six-sided dice and adds 2 to the resulting sum.*

The Wild Die

Each player should designate one of his or her dice to be the Wild Die (it is helpful if it's a different color or shape).
Whenever the Wild Die comes up with a 2,3,4, or 5, add the result to the other dice as normal. But, if the Die comes up with a 6, add 6 to the dice total and roll the Wild Die again and add the new value to the dice total. If another 6 comes up, roll and add again. This continues as long as the player continues to roll 6's on the Wild Die.

> ***Example***: *Rom has a Firearms skills of 4D. When he fires, he rolls 4 dice. His values are 2,5,3 and on the Wild Die, a 6, resulting in 16. He rolls the Wild Die again and gets another 6! The total is now 22 and he gets to roll again. This time, he gets a 1 and adds that to the sum to get a 23 for his shot.*

If the Wild Die comes up with a 1 when a character is first rolling a Skill or Attribute Check, roll the Wild Die again. If the value is 1 through 5, remove the Wild Die and the die with the highest value from the dice to be added.

> ***Example***: *Rom is shooting again. He rolls a 2,5,6 and on the Wild Die a 1. He rerolls the Wild Die and gets a 2. He removes the Wild Die and the die that came up 6 and adds the remaining two dice together to get 7.*

If the second Wild Die roll comes up to be a 6, then the character has Complicated. He or she has screwed up in a particularly bad way....perhaps dropping his gun down into a sewer grating or twisting an ankle while trying to dodge. Complications should make a character's life more difficult, but never kill them outright.

> ***Example***: *Rom is running away from a pair of Agents on a crowded street. The GM has him make a running roll with a difficulty of 10 to avoid*

colliding with a bystander. Rom, with a Running skill of 3D, rolls 3 dice. He gets a 2,3 and on the Wild Die a 1. He rerolls the Wild and gets a 6! He not only fails but complicates. The GM tells him that he runs into a homeless woman pushing a shopping cart and drops his cellular phone into the gutter, short-circuiting it. He'll have to find another way to contact his Operator outside the Matrix!

The GM could have just as well said that Rom got a muscle-cramp and is -1D to all Dexterity actions for the next 5 rounds, or that he is stunned for the next round. Anything that makes Rom's life a little more scary.

Difficulty Numbers

When a character makes an Attribute or Skill check, they are usually rolling against a difficulty number. Difficulties are divided into the following categories

Difficulty	Difficulty Numbers	Description
Very Easy	1-5	Anyone should be able to do this most of the time. **Example**: Driving a car in moderate traffic.
Easy	6-10	Most characters should be able to do this most of the time, though there is still a change for failure. **Example**: Driving a car in moderate traffic during a rainstorm.
Moderate	11-15	Requires a fair amount of skill and/or effort. Most unskilled characters will fail such an attempt. **Example**: Avoiding jaywalkers who suddenly step in front of your car during a high-speed chase.
Difficult	16-20	Only highly skilled characters succeed at these with any regularity. **Example**: Driving through an intersection full of speeding cross traffic.
Very Difficult	21-30	Even pros have a hard time pulling these attempts off. **Example**: Steering your car into oncoming traffic and avoiding collisions while at high speeds.
Heroic	30-50	Only the luckiest and most skilled are successful. **Example**: Jumping from a rooftop into a small window across the alley (like Trinity from the movie).
Unearthly	50-75	A character must have advanced skill in the Matrix in order to even think of attempting such an action. **Example**: Stopping bullets in mid-air.
Impossible	75+	Only those who have mastered the Matrix may attempt these tests. **Example**: Decoding an Agent.

Opposed Rolls

When a character is testing his or her Attributes or Skills against those of another (PC or NPC), the parties involved make Opposed Rolls. The one with the highest roll wins.

Example: *One character tries to shoot another. The first makes a Firearms roll while the other makes a Dodge roll. If the attacker's roll is higher than the others' Dodge, then he hits.*

Character Points

A character may spend his or her Character Points to gain additional dice during an action. They receive an additional die for each point spent. A character may spend up to 3 CP's per action or attack, and up to 5 CP's for any defensive action (Dodging, Strength rolls versus damage, etc.). If the die purchased with a CP comes up a 6, the player may re-roll it and add the new value to the total (as for the Wild Die, though there is no penalty for rolling a 1).

Example: *Rom gets shot with an Assault Rifle for 23 points of damage. He rolls his Strength of 3D and gets a 10. That's 13 points below the damage level, which is Mortally Wounded. Rom's player decides to spend some Character Points. He spend one for an additional die and gets a 5, reducing the difference to 8, meaning Rom's Wounded. The player decides to spend an additional CP and rolls a 6! He gets to roll again and gets a 4, which means his Strength roll is 2 over the damage roll. Rom suffers no damage from the attack!*

Character Points may be used in or out of the Matrix. However, they may not be used the same round a Chi Point is used.

Chi Points

Chi represents a character's inner strength and the extent to which they have control over the Matrix. When a character spends a Chi point, all skill and attribute dice totals are doubled. Anything that is not part of a character (a weapon or vehicle), is not affected.

Example 1: *Rom is in hand-to-hand combat with an Agent. He decides to spend a Chi point one round. His Martial Arts is normally 5D while in the Matrix. This round, it goes to 10D! For purposes of damage, his Strength doubles from 3D to 6D!*

Example 2: *Rom is in a firefight with an enemy and decides to spend a Chi Point. His Firearms skill doubles from 4D to 8D, but the damage from the gun (5D) remains the same.*

See Characters: Chi for rules about using and regaining Chi. Remember, Chi may only be used while inside the Matrix. Also, Chi may not be used the same round Character Points are spent.

II. CHARACTERS

Templates

Resuscitated Hacker

DEXTERITY: 3D+1
Firearms: 4D+1
Martial Arts: 4D+1
Dodge: 4D+1
Grenade:
Melee:
Acrobatics:

KNOWLEDGE: 2D
Streetwise:
Value:
Willpower:

MECHANICAL: 3D
Pilot Hovercraft:
Drive:
Mounted Artillery:

QUICKNESS: 1D
ENDURACE: 1D
CHI: 1

MATRIX SKILLS

EQUIPMENT:

PERCEPTION: 3D
Search: 4D
Sneak: 4D
Con:
Gambling:
Bargaining:

STRENGTH: 3D
Brawling:
Climbing:
Stamina:

TECHNICAL: 3D+2
Computer Operation/Programming: 4D+2
Computer Repair: 4D+2
First Aid:
Repair Hovercraft:
Repair Ground Vehicle:

AWARENESS: 0D

CHARACTER POINTS: 5

FLASH SKILLS
1.
2.

BACKGROUND:
You were living your life more or less happily until you became aware that all was not what it seemed. Over time, you began to question the very nature of reality itself. It became an obsession for you. When you finally began to realize the truth, the Agents came for you. Luckily, the Resistance found you first and liberated you.
Now you plug yourself back into the world in which you once toiled. Only this time, you're aiming to destroy the facade and free the minds that remain enslaved.

Resuscitated Bodyguard

DEXTERITY: 4D
Firearms: 5D
Martial Arts: 5D
Dodge: 5D
Melee: 5D
Acrobatics: 5D
Grenade:
Throwing:
Running:

PERCEPTION: 4D
Search: 4D
Sneak: 4D
Con:
Intimidation:
Bargaining:

KNOWLEDGE: 2D
Streetwise:
Interrogation:
Willpower:

STRENGTH: 4D
Brawling:
Climbing:
Stamina:

MECHANICAL: 2D
Pilot Hovercraft:
Drive:
Mounted Artillery:

TECHNICAL: 2D
First Aid:
Repair Small Arms:
Demolitions:

QUICKNESS: 1D
ENDURACE: 1D
CHI: 1

AWARENESS: 0D

CHARACTER POINTS: 5

MATRIX SKILLS

FLASH SKILLS
1.
2.

EQUIPMENT:

BACKGROUND:

You've always been pretty tough, even back in the old days when you were nothing but a Coppertop for the machines. Now, as you become more adept at freeing your mind, you are realizing that the only thing limiting your physical abilities is your own self-doubt.

You're not much for the technical aspects of hacking the Matrix, and you can't say you even really understand what all of it mean. What you do know is that once you're back inside, you're tougher than you ever imagined back in the old says.

Resuscitated Seer

DEXTERITY: 3D
Firearms: 4D
Martial Arts: 4D
Dodge: 4D
Running:
Melee:
Acrobatics:

KNOWLEDGE: 3D
Willpower: 4D
Scholarship:
Matrix Orientation::
Philosophy:

PERCEPTION: 4D
Search: 5D
Sneak: 5D
Profile: 5D
Investigation:
Persuasion:
Hide:

STRENGTH: 3D
Brawling:
Climbing:
Stamina:

MECHANICAL: 3D
Pilot Hovercraft:
Drive:
Mounted Artillery:

TECHNICAL: 3D
Computer Operation/Programming:
Computer Repair:
First Aid:

QUICKNESS:
ENDURACE:
CHI: 1

AWARENESS: 2D

CHARACTER POINTS: 5

MATRIX SKILLS

FLASH SKILLS
1.
2.

EQUIPMENT:

BACKGROUND: They called you "sensitive", even when you were back in the Matrix. You always seemed to be noticing things others would miss. From an early age, you could sense that something wasn't quite right about the world--about reality itself. You found you could almost read other people's minds and on occasion you simply knew something was going to happen before it actually did.

The Resistance found you and liberated you at an early age. A child of such talents is invaluable to them and it was only a matter of time before the Computer would take notice and arrange an appropriate car accident or terminal illness.

Since you've been with the Resistance, you've come to understand the potential you possess and continually strive to realize it in order to save humanity.

Freeborn Operator

DEXTERITY: 2D+1
Firearms:
Melee:
Dodge:

PERCEPTION: 3D
Search: 4D
Research: 4D
Con:
Bargaining:
Command:

KNOWLEDGE: 3D
Languages: Matrix Code: 5D
Matrix Orientation: 4D
Tactics:
Survival:
Streetwise:

STRENGTH: 2D+2
Brawling:
Climbing:
Stamina:

MECHANICAL: 3D
Pilot Hovercraft: 4D
Sensors: 4D
Communications: 4D

TECHNICAL: 4D
Computer Operation/Programming: 5D
Computer Repair: 5D
Repair Hovercraft: 5D

Mounted Artillery:
Drive:
Pilot Tank:

Repair EMP Devices: 5D
Salvage: 5D
Security:
First Aid:
Cybernetics:

CHI: NA

CHARACTER POINTS: 5

EQUIPMENT:

BACKGROUND: You're one of the lucky ones who was born free in Zion, the last bastion of humanity on Earth. From an early age, you showed a knack with computers and an intuitive handle on Matrix Code.

You were selected to be an Operator, to assist Jumpers when they return to the Matrix. Sometimes you feel frustrated as you're forced to watch as your comrades struggle in the Matrix, but you know that what you do is vital to the fight.

Hovership Crewman

DEXTERITY: 2D+1
Firearms: 3D
Dodge: 2D+2
Grenade:
Running:
Throwing:

PERCEPTION: 3D
Search: 4D
Sneak:
Bargaining:
Gambling:

KNOWLEDGE: 2D
Geography: 3D
Streetwise:
Languages:
Willpower:

STRENGTH: 3D
Brawling:
Climbing:
Stamina:

MECHANICAL: 3D
Pilot Hovercraft: 5D
Sensors: 4D+2
Navigation: 4D+2
Communications: 4D+1
Mounted Artillery:
Pilot Tank:
Drive:

TECHNICAL: 3D+2
Repair Hovercraft: 5D
Computer Operation/Programming: 4D+2
Computer Repair: 4D+2
First Aid:
Repair Small Arms:
Security:

CHI: NA

CHARACTER POINTS: 5

EQUIPMENT:

BACKGROUND:

Freeborn Soldier

DEXTERITY: 4D
Firearms: 5D
Martial Arts: 5D
Dodge: 5D
Grenade:
Melee:

KNOWLEDGE: 2D
Tactics: 4D
Survival: 4D
Willpower:
Intimidation:
Geography:

MECHANICAL: 2D+1
Pilot Hovercraft:
Tank:
Mounted Artillery:

PERCEPTION: 3D
Search: 4D
Sneak: 4D
Con:
Gambling:
Bargaining:

STRENGTH: 4D
Swimming:
Climbing:
Stamina:

TECHNICAL: 2D+2
Security: 3d+2
First Aid: 3d+2
Demolitions: 3d+2
Repair Hovercraft:
Repair Small Arms:
Repair Armor:

CHI: NA

CHARACTER POINTS: 5

EQUIPMENT:

BACKGROUND:

Each character has 18 dice to divide among the following six attributes. At least 1D must be placed in each attribute and no more than 4D can be assigned to any one attribute. Dice may be broken up into 3 "pips", or "+1's", per die (See example below).

Dexterity
Knowledge
Mechanical
Perception
Strength
Technical

Example: *Bob is making a character named Rom, a Resuscitated Hacker. He decides to create his own template rather than use the one provided. He comes up with the following Attributes:*

Dexterity: 3D
Knowledge: 3D
Mechanical: 2D+2
Perception: 3D
Strength: 3D
Technical: 3D+1

Note: Once an Attribute is raised beyond XD+2, it moves to the next dice level (If Bob had assigned the "pip" in Technical to his Mechanical Skill instead, it would be 3D,

not 3D+3).

Neurals

When in the Matrix, a character has the ability to exceed the limits of his or her physical body. With the proper training and strength of will, an individual will learn that the only limits that exist in the Matrix are those placed on oneself by the mind.

There are three main Neurals that control an individual's ability to supercede the "physical" limits.

Quickness: this score is added to the Dexterity of the character while they are in the Matrix. All Dexterity skills are increased by this amount.

Awareness: this score is added to the character's Perception while in the Matrix. It augments any Perception skills and abilities as well.

Endurance: add these dice to the character's Strength dice whenever a Strength roll is made in the Matrix. Also, these dice may be added to any roll demanding physical or mental endurance, such as Willpower and Intimidation.

Character begin with 1 die to divide as they see fit among the Neural Abilities.

Example: *Bob decides to put the entire 1D into Rom's Awareness Neural. He could have also decided to put 1 pip in each category, or 2 pips in Quickness and 1 in Awareness, etc.*

DETAILS

Note: This section serves the same purpose as that of the same name in the Star Wars rulebook.

Description

Describe your character: How tall is he? What kind of clothes does he wear? Does he have any noticeable marks such as tattoos or scars?

Background

Give your character a history. How did they come to fight against the machines? If they were Resuscitated, what did they do during their life in the Matrix? How long have they been liberated?

Personality

Is your character a grouch? Is she impulsive, always itching for a fight, or is she more thoughtful and cautious?

Objectives

Almost every human seeks to end the reign of terror of the Machines and liberate humanity, but there are many disagreements as to how to go about this. Some believe that Jumpers are never justified in killing other humans while in the Matrix, while others see that as a necessary means to and end. How does your character envision defeating the machines, and what will the world be like then. Also, does he have any personal stake in the fight? Perhaps a lover is still in the Matrix or the Machines have killed one's family.

Connection to other Characters

Usually, the character will be serving aboard a Hovership together. But, some may have known others for longer periods. They may be related, or lovers, or even enemies.

CHOOSING SKILLS

Realworld skills

Resuscitated characters begin with 7 dice and Freeborn characters begin with 11 dice to divide among their skills. These are abilities that they may perform both in and out of the Matrix. Skill dice may be broken up into 3 pips, just as Attribute dice.

Matrix skills:

These are special skills or abilities that a character may only attempt while in the Matrix. In general, they deal with denying the physical laws of the Matrix.

Characters do not begin with any Matrix skills. They may be purchased as the character becomes more experienced. See **Advancement** below.

Specializations:

Many skills have specializations that allow the character to focus on a certain aspect of the skill. If a specialization is taken, a character may advance in that specialized aspect of the skill at half the normal cost of advancement. However, uses of the skill not covered in the Specialization remain at the base skill level.

> ***Example**: Rom has Firearms at 4D. He decides to take the specialization* Firearms: Submachine Gun *to advance to 5D at a cost of 6 CP rather than 12 CP. Anytime he fires a submachine gun, he gets to roll 5D, but all other firearms are used at 4D.*

Specializations may be selected at Character Creation. When this occurs, the character's skill increases 2 pips for every 1 pip put in the skill. Note: Characters may not start with skills greater than 6D!

Specializations are independent of the skill from which they are derived. If the player later increases the skill, the Specialization does not increase. If the Specialization increases, there is no change in the base skill.

Advanced skills:

Some particularly complicated skills require two times the normal amount of Character Points to allow for Advancement. They also typically require some other prerequisite skill.

Flash skills:

With modern technology, it is possible to upload the information necessary to carry out certain task directly into someone's brain. However, this information is very specific and remains in the person's memory while they are in the Matrix.

Characters may temporarily learn a number of skills equal to their Knowledge dice each time they are in the Matrix. These skills must be Specializations. Thus, if a character needs to know how to pilot a helicopter, the operator will upload Pilot: Aircraft: Helicopter. It takes a number of rounds equal to the skill level for it to be uploaded.

WAS THE CHARACTER RESUSCITATED FROM THE MATRIX?

Most the characters in a Matrix campaign will be individuals who have been resuscitated from the Matrix by the Resistance. If so, then they are equipped with the cybernetics that allow them to jack back into the Matrix with the proper Jumpchair and communications link to the Matrix mainframes.

Furthermore, each Resuscitated character begins with 1 point of Chi.

CHI

Chi symbolizes the inner strength and resources of a character. It also reflects how well they understand the reality of the Matrix. A character may spend a maximum of one point of Chi per round to double the dice values of ALL actions in that round (See Using Chi).

When a character spends a Chi point it may be regained immediately after an action or lost according to the following criteria:

- If the character attempts a relatively difficult or daring action and succeeds, she automatically regains the Chi point spent and gains an additional one as well. *(Note: the action should be risky to the character relative to their abilities. Shooting a gun out of someone's hand is not difficult if you have a Firearms skill of 9D!)*
- If the character attempts a difficult or daring action and fails, she may make a Willpower roll of Moderate difficulty. If she succeeds, she regains the lost point.
- If the character attempts a moderately difficult or tricky action and succeeds, she automatically

regains the Chi point and may make a Moderate Willpower check to see if she gains an additional point.
- If the character attempts a Moderately difficult or trick action and fails, she may make a Difficult Willpower check to see if she regains the point.
- If the character succeeds as a relatively easy task by using the Chi point, she may make a Difficult Willpower check to regain the point and does not gain another.
- If the character fails a relatively easy task while using a Chi point, she loses it and may not make a Willpower check to regain it.

ADVANCEMENT

At the end of each adventure, players will usually be rewarded Character Points at the end of an adventure by the Game Master. They may keep these CP's for later use or spend them on learning skills.

Increasing skill levels

Skills increase by "pips" (e.g. from 3D to 3D+1, to 3D+2, to 4D).

For normal skills, it costs a number of Character Points equal to the current dice value of the Skill. Thus to advance from 4D to 4D+1, the player must spend 4 CP's. Specializations cost 1/2 the current dice value (moving from 4D to 4D+1 would cost 2 CP's). To learn a new skill, the character must spend 3CP's to get the skill at a level equal to the controlling Attribute.

> ***Example**: Rom has Firearms at 4D and wants to increase it to 4D+2. To do so, he must spend 8 CP.*

Matrix Abilities cost 2 x their current dice value. To learn a new Matrix ability, the character must pay 6 CP.

Learning new skills

As per Star Wars rules. However, characters that can jack into the Matrix can use simulations to learn faster and without a live teacher--provided they have access to the appropriate software.

Improving attributes

For normal attributes use the standard Star Wars rules (10x current dice value).

Neurals cost 5 x their current dice value. If a character with 0D in a Neural Ability wishes to learn one, he must pay 10 CP.

III. ATTRIBUTES AND SKILLS

Many of the skills that are used in The Matrix RPG are exactly the same as those used in the Star Wars RPG. However, I have made a few changes. The links below lead to each Attribute and explanations of the skills they control (many of the skills are more completely explained in the Star Wars rulebook).

Attributes:

Dexterity
Knowledge
Mechanical
Perception
Strength
Technical

Neurals

Matrix Skills

Flash Skills

DEXTERITY

Acrobatics

Time Taken: One round
Specializations: Tumbling, Balancing, Swinging

Acrobatics is used whenever a character attempts to make an unusual or difficult maneuver with her body. A character may attempt an Acrobatics check if they fall or are thrown to the ground to roll to her feet or avoid damage (roll Acrobatics versus the damage. If the Acrobatics roll is higher, subtract the difference from the damage taken).

Acrobatics may also be used in combat. If a character uses Acrobatics during combat they can potentially reap one of the following benefits:

- A successful check versus a Moderate difficulty adds a +1D to both the character's attack and Dodge (but not Parry) attempts. This ability may be used in the same round as the Dodge or Attack attempt (and counts as an additional action) or may be used as a set up for following round (granting the bonus without requiring an action).
- With a Very Difficult check, the character may get a +1D to both her Attack and Dodge attempts this round and the Acrobatics attempt does not count as an action.
- Whenever Acrobatics is used for one of the above purposes in combat, the character is considered to act last in the round (her attacks will land in the "second segment").

Archery

Brawling

Climbing

Dodge

Firearms

Grenade

Heavy Weapons

Martial Arts

Time Taken: One round.
Specializations: none.

Martial Arts covers the study of unarmed hand-to-hand combat. Many of the Resuscitated use programs to train in an amalgam of styles. Characters may learn one special move for each pip above 2D that they advance. If they decide to learn a special move, they must also pay an additional 5 Character Points upon learning it.

For example, Rom, a Resistance Hacker, has a Dexterity of 3D and 16 Character Points. He wants to learn Martial Arts. He jacks into a training program and spends the 3 Character Points necessary to learn a new skill. When he is done, he has Martial Arts at 3D. He doesn't have enough Character points to learn 3 special moves, so he only learns two, paying an additional 10 CP. He can learn another special move when he has more Character Points.

SPECIAL MOVES

The standard Difficulty for each move is given in parenthesis.

- **Disarm** (M): if the character's attack is successful and not parried or dodged, the target is disarmed.
- **Elbow Smash** (E): if successful, attacker may add +1D to the damage roll.
- **Flip** (M): If successful, the attacker throws the target to the ground and does 3D damage.
- **Flying Kick** (D): If successful, attacker does an additional +2D+2 damage. If she fails, the attacker is off balance and at -1D to all actions in the next round.
- **Foot Sweep** (M): Will trip the target who must take an action the next round to stand.
- **Headbutt** (Easy): Can only be used if the attacker is close to the target (grappling, etc). Does STR +1D damage.
- **Hold/Grapple** (M+ opposing STR): Once the target has been successfully held, the attacker must make an opposing Martial Arts versus the target's Martial Arts, Brawling, of Strength each round to continue to hold them. If the target is held, he or she cannot attack.
- **Instant Knockdown** (M): If landed successfully, this attack knocks the target to the ground. The target must spend the next round getting up or suffer multiple action penalties.
- **Instant Stand** (M): Allows the martial artist to automatically stand up without taking an additional action.
- **Instant Stun** (M): If successfully landed, this attack stuns the target for one round.
- **Instant Wound** (D): If successfully landed, this attack gives the target a Wound.
- **Multiple Strikes** (M): A character can make an additional attack this round doing STR damage without a penalty for an additional action.
- **Nerve Punch** (VD): If successful, the attack punches a bundle of nerves on the target and renders a limb unusable for 3D rounds. If the attacker beats the difficulty number by 15, the target is rendered unconscious for 3D rounds.
- **Power Block** (M): A successful Parry inflicts STR +1D damage to the target.
- **Reversal** (Opposed STR or Brawl or Martial Arts): Only works while being held or grappled. If successful, the martial artist breaks free and renders person holding him or her immobile (see Hold/Grapple above).
- **Silent Strike** (D): If the character sneaks up on a target and also rolls a successful Silent Strike, the attacker

does STR +1D damage without making a sound.
- **Spinning Kick** (M) STR + 2D damage. If the attack fails, the attacker is off balance and suffers a -1D to all actions next round.
- **Shoulder Throw** (M): A successful attempt will allow the martial artist to hurl a target to the ground doing 3D damage. The target must take an action to get up.
- **Weapon Block** (Opposed Martial Arts versus Melee Combat roll): Allows an unarmed martial artist to parry a weapon used in a melee attack.

Missile Weapons

Running

Throwing

KNOWLEDGE

Bureaucracy

Business

Cultures

Geography

Intimidation

Languages

Law Enforcement

Matrix Orientation

Time Taken: 1d6 rounds
Specializations:

Matrix Orientation allows someone who is accessing the Matrix (either an Operator or a Runner) to know what part of the physical machinery they are linking into. Furthermore, it allows them to trace where someone else is accessing the Matrix as well. To use this skill, the character must concentrate on the target for 1d6 rounds.

For example, Rom is suverveilling a possible candidate for Resuscitation inside the Matrix. He uses Matrix Orientation *to figure out that the Coppertop's physical body is plugged into the Matrix at the farm node that was once Los Angeles.*

Another time, Rom and his crew are being dogged by a particularly crafty Agent. They decide to find out where this Agent's program is housed and destroy it in the Real World. Rom uses Matrix Orientation *to learn that this Agent's software is kept in the heavily guarded data fortress located in what was Paris.*

Philosophy

Scholar

Science

Streetwise

Survival

Tactics

Value

Willpower

MECHANICAL

Aircraft Weaponry

Time of Use: One round.
Specializations: Weapons on a particular aircraft type: airplane, helicopter, hovercraft etc.

Aircraft Weaponry covers all weapons that are mounted on flying vehicles, including hovercraft.

Communications

Drive Automobile

Drive Motorcycle

Mounted Artillery

Time of use: One round.
Specializations: Certain weapon types such as: Gattling gun, 20mm Cannon, Missile Launcher, etc.

Mounted Artillery is used whenever a character is firing a weapon that has been fixed on a land-based vehicle, such as a jeep or hovertank.

Navigation

Pilot Aircraft

Pilot Hovercraft

Time of Use: One round.
Specializations: Particular kinds of hovercraft, such as Hovertrucks, Hovertanks, and Hoverships.

Pilot Hovercraft permits the use to control any vehicle that relies on repulsor-lift technology as a means of propulsion.

Pilot Tank

Ride Horse

Sensors

PERCEPTION

Bargain

Command

Con

Forgery

Gambling

Hide

Investigation

Multitasking

Time of Use: One round. Use of this skill does not count as an action.
Specializations: Multitasking certain kinds of actions, such as shooting and dodging, piloting a hovercraft while firing weapons, etc.

Multitasking permits a character to attempt multiple actions without accruing penalties for taking more than one action in

a round. Essentially, this skill allows the user to walk and chew gum at the same time.

Difficulty	Result
Difficult	One additional action without penalty.
Heroic (30)	Two additional actions without penalty.

Persuasion

Profile

Time of Use: Depends on difficulty (See below).

Specializations: Detecting certain behavioral patterns such as lying, worry, anger, apprehension, guilt etc.

With *Profile*, a character can attempt to size up a target, making educated estimates of the target's emotional and mental state. The longer the skill user studies her subject, the greater chance she will draw the appropriate conclusions. The base difficulty is the target's opposing Willpower check. Additional difficulty modifiers are as follow

Search

Sneak

Profile Table

Desired Outcome	Difficulty
Surface emotions	+ 0
Emotions or thoughts the target actively attempting to hide	+ 5
Emotions or thoughts that the target is in denial about	+10
Emotions or thoughts that the target doesn't even know he's having (secretly in love with someone, etc.)	+15
Attempting to use this skill in a single round	+15
Spending 3 rounds to use this skill.	+10
Spending 5 rounds using this skill.	+5
Spending a full minute using this skill.	+0
Interviewing target (asking personal questions).	-15
Observing the target closely for more than one hour.	-10

STRENGTH

Brawling

Climbing

Jumping

Lifting

Stamina

Swimming

TECHNICAL

Armor repair

Computer Operation/Programming

Computer Repair

Cybernetics

Demolitions

First Aid

Heavy weapons repair

Medicine (A)

Program Robot

Time of Use: One to several rounds.
Specializations: Particular models of robots, such as Servants, Nurses, and Sentinels.

Robotic Programming allows the skilled user to write behavioral routines and implant commands into a robot's neural net. This skill is mainly restricted to use in the Real World.

Repair Ground Vehicle

Repair Hovercraft

Repair Robot

Time of Use: One to several rounds.
Specializations: Particular models of robots, such as Servants, Nurses, and Sentinels.

Repair Robot covers the ability to repair and rebuild robots. This skill is mainly restricted to use in the Real World. The difficulty depends upon the extent of damage to the robot.

Salvage

Time of Use: Usually several rounds, depending on the nature of the salvage.
Specializations: Particular groups of items, such as computers, hovercraft parts, weapons etc.

Characters use the *Salvage* skill when attempting to scrounge useful items from what others would consider to be trash. This skill can be used both in and out of the Matrix. In fact, it is vital to the continuing survival of Zion that resourceful humans salvage technology from the Machines and mankind's past. The Difficulty depends on the nature of the salvage and whether the scrounger has the proper tools.

Security

Small arms repair

NEURALS

When in the Matrix, a character has the ability to exceed the limits of his or her physical body. With the proper training and strength of will, an individual will learn that the only limits that exist in the Matrix are those placed on oneself by the mind.

There are three main neural attributes that control an individual's ability to supercede the "physical" limits.

Quickness: this score is added to the Dexterity of the character while they are in the Matrix. All skills are increased by this amount.

Awareness: this score is added to the character's Perception while in the Matrix. It augments any Perception skills and abilities as well.

Endurance: add these dice to the character's Strength dice whenever a Strength roll is made in the Matrix. Also, these dice may be added to any roll demanding physical or mental endurance, such as Willpower and Intimidation.

Character begin with 1 die to divide as they see fit among the Neurals.

MATRIX ABILITIES

These are special skills or abilities that a character may only attempt while in the Matrix. In general, they deal with denying the physical laws of the Matrix.

Characters do not begin with any Matrix skills. They may be purchased as the character becomes more experienced. See **Advancement** above.

Concentration

[Exactly as the Force power of the same name in Star Wars].

Augment Physical Attribute

[Exactly as the Force power of the same name in Star Wars].

Magnify Senses

Difficulty: Easy.
Prerequisites: None.
Time to Use: One round to active. This power may be "kept up" for 1d6 rounds plus a number of round equal to the skill check - 10.
Effect: This skill permits the user to enhance his perceptive abilities for a short time while in the Matrix.

Sense Code

Difficulty: Easy
Prerequisites: None.
Effect: When the Jumper focuses his senses he can actually see the binary code that makes up the Matrix. This is particularly helpful when trying to distinguish between whether the Jumper is looking at the Residual Image of a real person or the code that compiles one of the Computer's minions.

Speed

Difficulty: See below:

Result	Effect
10	2 additional actions and add 10 to the character's base movement rate for this round.
15	3 additional actions and add 20 to movement.
20	5 additional actions and add 30 to movement.
25	6 additional actions and add 40 to movement.

Prerequisites: None.
Time to Use: One round.
Effect: Speed augments a character's quickness to unnatural levels. With it, the character can either increase his movement rate (by ten for each difficulty

Postcognition

Difficulty: Variable.
Prerequisites: Sense Code.
Time to Use: 15 minutes
Effect: As the Force Power of the same name.

Predictive Modeling

Difficulty: Very Difficult.
Prerequisites: Sense Code.
Time to Use: 1 + 1D6 rounds (1 to make an Easy Sense Code check and 1d6 rounds to attempt Predictive Modeling).
Effect: With this skill, a Jumper may attempt to predict the actions of the Computer and its minions. This may be useful in evading pursuit or planning an attack. The Computer is incredibly intelligent though and can change its "mind" without warning if new data are considered, thus even a successful use of this skill does not ensure that the Jumper will know for certain what will occur.

Telekinesis

[As the Force power of the same name].

Telepathy

Difficulty: Easy with willing minds. Moderate on unwilling (or unknowing) minds. Moderate + opposing Willpower roll on unreceptive minds.
Prerequisites:
Time to Use: One round. Once established, this power may be kept up.
Effect: *Telepathy* allows the user to read the thoughts of another and project hers into other's minds. These are usually only the surface thoughts. To dig deeper into someone's memories, the telepath must make a Difficult

Hack the Matrix

Difficulty: Very Difficult for small changes to Heroic or more for major changes.
Prerequisites: Sense Code (A Difficult skill check must be made before *Hack* is

attempted.
Time to Use: One round.
Effect: *Hack the Matrix* allows a Jumper to physically alter the software of the Matrix itself. It is possible to create a door when none existed before or to even delete code from the Matrix. Difficulty depends on the degree of change and how "unreal" it appears. Thus, using Hack to make a small alteration (changing the color of a car from red to blue) will be considerably easy from deleting an Agent (Heroic Difficulty of 50).

Heal

Difficulty: Easy for Stunned characters. Moderate for Wounded. Difficult for Incapacitated. Very Difficult for Mortally Wounded. Heroic for Dead.
Prerequisites: None.
Time to Use: One round.
Effect: With this ability, a Jumper can heal the wounds another appears to have taken in the Matrix. If the healer is successful, she decreases the target's wound level by one. Furthermore, the wound level is reduced by one for every 5 points by which the skill check exceeds the Difficulty number.

Effect: *Alter RI* allows the user to change her physical appearance in the Matrix. If only small changes are made, such as hair color and clothing, it is a relatively easy task. The difficulty increases as more complicated changes are attempted: changing sex, height, body type, race etc. It is rumored that a few Jumpers have been able to change their appearance to that of animals and inanimate objects, but no one can support those claims.

Defy Physics

Difficulty: Difficulty (may vary depending on the extremity of the action).
Prerequisites: None.
Time to Use: One round.
Effect: The Matrix is governed by physical laws just as the Realworld is. However, most Jumpers quickly realize that they are only limited by their minds' expectations of reality in the Matrix rather than the fact of it. Enlightened Jumpers understand that they can bend the rules that apply in the Realworld.

With *Defy Physics*, the character may attempt seemingly impossible things, such as jumping from skyscraper to skyscraper or stopping bullets in midair. Some of the applied uses of this ability are listed here:

Defy Physics Table

Application	Difficulties & Effects
Facilitate Jump	**Easy** to reduce the difficulty of the jump by 10. **Moderate** to reduce it by 25. **Difficult** to reduce by 50. **Very Difficult** to reduce by 75 ("Impossible" actions, such as Neo's first leap in the movie).
Slow Time	**Easy** to automatically gain the first action in a round. **Difficult** to gain an entire round's worth of actions before the opponent can act.
Cancel Kinetic Energy	**Easy + Opposing STR** roll to stop a opponent's punch from causing damage. **Moderate** to cancel the effects of a fall up to 10 stories (add 5 to the Difficulty for each additional 5 stories). **Heroic** to stop bullets in midair (only one ability check need be made in a round to stop all bullets coming from one direction).

Alter Residual Image

Difficulty: Easy for slight changes to Very Difficult for extreme ones.
Prerequisites:
Time to Use: One round. This ability may be "kept up", resulting in a -1D to all other actions during this time.

Map

Difficulty: Easy.
Prerequisites: None.
Time to Use: One round. This ability may be "kept up".
Effect: *Map* allows the character to keep a

very precise mental map of the Matrix in her memory for ready use. This may be extremely helpful when attempting to escape or evade Agents and to find necessary areas in the program. It essentially works like a well-defined street map of the area in which the Jumper is active. It also lays out electrical lines, sewers, building blueprints, and, perhaps most important, telephone hardlines which allow access to and from the Matrix.

FLASH SKILLS

With modern technology, it is possible to upload the information necessary to carry out certain task directly into someone's brain. However, this information is very specific and remains in the person's memory while they are in the Matrix.

Characters may temporarily learn a number of skills equal to their Knowledge dice each time they are in the Matrix. These skills must be Specializations. Thus, if a character needs to know how to pilot a helicopter, the operator will upload Pilot: Aircraft: Helicopter. It takes a number of rounds equal to the skill level for it to be uploaded.

IV. ACTIONS & COMBAT

RANGED COMBAT

Ranged combat difficulty targets:

Range	Difficulty
Point Blank	Very Easy
Short	Easy
Medium	Moderate
Long	Difficult
Extreme	Very Difficult to Heroic

Shooting at Multiple Targets

Characters may choose to aim at more than one target in a given round. If they do so, they suffer a cumulative -1D when shooting at each target beyond the first.

Example: *Inside the Matrix, Myriad is cornered by two police officers bent on taking her down. She is armed with a pistol that allows her to fire three times in a round. She can either shoot at one without a penalty or attempt to shoot at both. She decides to fire once at both of her attackers. Her total dice penalty is -1D to the first shot (the penalty for taking multiple actions) and -2D to the second shot (the penalty for multiple actions + the second target penalty).*

Example: *Myriad is cornered again, this time by three thugs. She decides to fire once at each (3 actions, 2 additional targets). She suffers a -2D to her first shot (for the two additional actions), a -3D to the second, and a -4D to the third!*

Spraying Bullets

Some weapons, such as fully automatic machine guns, allow the bearer to spray bullets at an enemy. This has a variety of advantages and disadvantages:

Advantage	Disadvantage
Shooter gets +1D to hit and does not suffer any penalties for aiming at multiple targets in a round.	The shooter may potentially hit anyone in the direction in which he is pointing the gun (including allies and innocents). If the shooter is trying to avoid hitting a friendly target, add 15 to the difficulty number to hit. If the shooter rolls less than 15 over the standard difficulty (dependent on range) , he hits the friendly target as well. Roll damage normally.
	Uses ammunition more quickly. If the attack is successful, roll one less die for damage.

Using two guns at once:

Advantage	Disadvantage
Shooter does not suffer any penalties for shooting at more than one target in a round without declaring a "Spraying" action (see Spraying Bullets below).	Shooting a second weapon counts as an action (resulting in an additional -1D to each action in the round).
Both first shots are fired in the first segment of the round (if one gun is shot twice, the second shot is considered to go off in the last part of the round, after all other first attacks have been resolved.	Shooter suffers an additional -1D to any shot taken with his or her "off" hand.
Permits the character to fire the maximum number of bullets from both guns in a round (thus, is a shooter is using two pistols which may fire 3 times in a round, she can shoot 6 times total in the round).	If someone using two guns stops to reload, they must take an additional action to stow one gun while the other is reloaded. There is no additional action if the "extra" gun is thrown away.

SCALE

Scale represents the differences between small targets (such as Characters) and large, fortified structures (such as aircraft carriers and buildings). When targets of the same size are shooting at each other, ignore scale modifiers. When targets are of different scales, add the Dice modifier (presented below) to the rolls as follows:

- **Lower scale attacking larger scale**

- Attacker adds the scale modifier to its attack roll
- The target, if hit, adds the scale modifier to its Strength (or Body/Hull) roll.

- **Higher scale attacking lower scale**
  - Higher scale rolls as normal, but the lower scale target adds the dice modifier to any Dodge/Evasion roll.
  - If successful, the higher scale adds the dice modifier to damage roll.

number of actions the character takes.

- **Called Shots:** Attackers can make a "called shot" against a specific target, such as a particular part of a target's body (a hand, head, etc) or a small item. Add +1D to the difficulty for a target 10-50 cm (approximately 3-18 inches) long. Add +4D to the difficulty for a target 1-10 cm long. Add +8D to the difficulty for a target less than a centimeter long.
- **Cover:** Provides a target with some protection from detection and attack. Add the following modifiers to attempts to detect or hit a target, when appropriate

Cover	Modifier
Light Smoke	+1D
Thick Smoke	+2D
Very Thick Smoke	+4D
Poor Light	+1D
Moonlight	+2D
Complete Darkness	+4D

Characters can also hide behind objects, such as walls and vehicles, which provide protection against attack. Add the following modifiers depending on how much of the target is covered.

Target is	Modifier
1/4 covered	+1D
1/2 covered	+2D
3/4 covered	+4D
Fully covered	If cover provides protection, attacker cannot hit target directly. Damage is absorbed by the item giving

Scales	Tiny	Small	Character	Car	Tank	Aircraft	Capital	Superstructure
Tiny	0D	2D	4D	6D	8D	10D	16D	28D
Small		0D	2D	4D	6D	8D	14D	26D
Character			0D	2D	4D	6D	12D	24D
Car				0D	2D	4D	10D	22D
Tank					0D	2D	8D	20D
Aircraft						0D	6D	18D
Capital							0D	12D

COMBAT MODIFIERS

A number of factors can affect a character's chances to succeed in combat. Smoke may obstruct a target, oil on the floor may make dodging more difficult, etc. Following are a number of modifiers Game Masters may choose to apply in the game.

- **Drawing Weapons:** Drawing a weapon counts as an action in a round (all other actions are at -1D this round).
- **Reloading Weapons:** The time required to reload a weapon varies depending on the type. Most require 1 action to reload. See the weapon descriptions in the Equipment section.
- **Targeting Systems:** Some weapons, usually in aircraft or tanks, have targeting systems that help the gunner. These depend on the weapon type and quality.
- **Rate of Fire (ROF):** This statistic is given for each weapon. A weapon cannot be fired more times than its ROF in a round, regardless of the

protection, until it's Body rating is depleted (see Protection below).

- **Protection**: Inanimate objects have a strength rating to resist damage. If the attacker rolls well enough to beat the basic difficulty, but not well enough to beat the added cover modifier (see above) that mean the shot hit whatever the character was hiding behind. If the object is hit, roll the attacker's damage against the protection rating below:

Sample Protection	Body Strength
Flimsy wooden door	1D
Standard wooden door	2D
Standard metal door	3D
Reinforced door	4D
Blast door	6D

If the damage roll is lower than the Body Strength roll, the protection is not damaged at all and the target character suffers no damage. If the damage roll is equal to or greather than the protection's Body Strength roll, find the difference on the chart below to see how badly the protection is damage.

Damage Roll > = Body Strength Roll by:	Protection is:
0-3	Not seriously damaged
4-8	Lightly damaged
9-12	Heavily damaged
13-15	Severely damaged
16+	Destroyed

A character behind protection may suffer some damaged depending upon how badly his protection is damqaged. Subtract dice from the attack's damage based on the chart below.

Protection is:	Reduce weapon's damage by:
Not seriously damaged	Character is completely protected
Lightly damaged	-4D
Heavily damaged	-2D
Severely damaged	-1D
Destroyed	Character suffers full damage.

Armor: Armor protects the wearer from damage. In the game, add the value of the armor to the Strength roll of the character suffering damage. See the Equipment section for different armor types.

MELEE COMBAT

Hand-to-Hand Combat

Difficulties:

The standard difficulty to hit with Brawling roll is Very Easy. If the attack lands, roll the attacker's Strength as damage. A fighter skilled in Martial Arts may attempt more complicated maneuvers to render more damage but must roll against a higher difficulty number to hit.

V. EQUIPMENT

FIREARMS

The guns listed here are pretty basic. For a much more detailed list of firearms, check out Joe's Gun Catalog. You can use the ranges given below for the weapons that Joe lists.

Handgun

Damage: 4D
Ammo: 12
Range: 3-10/30/60
ROF: 3 shots per round maximum. No burst.
Concealability: Very Easy (5)

High-powered Handgun

Damage: 5D
Ammo: 12
Range: 3-7/25/50
ROF: 2 shots per round maximum. No burst.
Concealability: Easy (7)
Notes: -1 pip to all "To-Hit" rolls.

Machine Pistol

Damage: 4D
Ammo: 15
Range: 3-10/30/60
ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 5D+2 damage.
Concealability: Easy (7)

Submachine Gun

Damage: 5D
Ammo: 30
Range: 6-10/35/75
ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.
Concealability: Easy (9)

Automatic Rifle

Damage: 6D
Ammo: 50
Range: 5-30/100/300
ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.
Concealability: Very Difficult (25)

Pump Shotgun

Damage: 5D (buckshot) / 6D (solid slug)
Ammo: 5
Range: 2-5/10/20
ROF: 2 shots per round maximum.
Concealability: Difficult (20) for full-barreled shotguns. Moderate (10) for sawed-off shotguns.
Notes: Sawed-off shotguns do 6D damage at Point Blank range but suffer a -1D cumulative penalty to damage rolls for every 5 meters beyond the first.

ARMOR

Leather

Type: Personal clothing.
Scale: Character.
Cost: NA.
Availability: Extremely rare artifact in the real world.
Concealability: Very Easy (but usually unnecessary).
Game Notes: Leather gives +1D versus damage in the Matrix and the real world.

Kevlar Vest

Type: Personal body armor.
Scale: Character.

Cost: NA.
Availability: Extremely rare artifact in the real world.
Concealability: Moderate.
Game Notes: Grants +2D protection versus perceived damage in the Matrix.

Full Body Armor

Type: Military armor.
Scale: Character.
Cost: NA.
Availability: Extremely rare artifact in the real world.
Concealability: Difficult.
Game Notes: Grants +3D protection versus perceived damage in the Matrix but reduces all Dexterity-related skill tests and checks by 1D.

COMPUTERS

Inside the Matrix, the computer technology resembles that of the late 1990's and early 21st century. Computers are for the most part non-autonomous and interfaces remain primarily through keyboards and disk drives.

In the Realworld, computers are extremely advanced and artificial intelligence is pervasive. The human resistance fighters have managed to steal and develop impressive technological advances, including the superfast computers and communication systems needed to jack into the Matrix.

[More coming soon]

Jump Chairs

Type: Cybernetic communication device
Cost: NA
Skill: Communications: Jump Chair
Availability: Common in Resistance Hoverships/Hackships.
Range (kilometers): 1/5/8 to Matrix node that is being hacked.
Difficulty (of transmission, rolled by the Operator): Very Easy (5)/ Easy (10)/Difficult (20). May be greater with electromagnetic interference. All difficulties are reduced by 10 if there is a direct, physical link (cable) to the Matrix Node.
Game Notes: Though very sophisticated, most Jump Chairs look to be cobbled together from a variety of different components.
They are capable of inserting a link into the cybernetic implants of Rescucitated Humans and transmitting their minds into the Matrix. Jump Chairs must be activated and transmitted from by an Operator.

ROBOTS

Sentinel I-Series ("Squids")

Type: Semi-autonomous Security Unit
Scale: Speeder
Dexterity: 4D
Dodge: 5D, Brawling (Tentacles): 5D
Knowledge: 1D
Mechanical: 3D
Mounted Artillery: Plasma Lasers 5D, Sensors: 6D, Communications: 6D
Perception: 3D
Search: 6D
Strength: 10D (Character scale).
Technical: 1D
Equipped with:

- 8 Tentacles (STR +1 Damage)
- **Armor Plating:** provides +2D versus damage but no protection versus EM Pulses..
- **1 Large Plasma Laser:** 4D (Hovership scale).
- **Repulsorlift engine:** Speed: 80; 300 mph.
- **Communication array:** Allows uplink to global satellite communication system.
- **Sensor Package:** Includes advanced optics with telescopic, infrared and light-enhancement. Also, standard sensors with: Passive: 1 km/0D, Scan 5 km/0D, Search 10 km/1D, Focus 500 meters/2D. Note: sensor range is for aboveground used and may be restricted when underground, in cities or otherwise obstructed.
- **Self-destruct Device:** If disabled beyond repair, a Sentinel will destroy itself to avoid passing sensitive technology into human hands. If a Sentinel is incapable of performing this action (i.e. if disabled by an EM Pulse, other

Sentinels can broadcast a specific code command to activate the destruct mechanism (each one is unique for each unit and is kept in the Computer's mainframes under high security). The destruct mechanism will completely destroy the unit and do 10D (character scale) to any targets within 50m (reduce damage by 1D for each additional 25m beyond 50).

Game Notes: The Sentinel I-Series serves as the primary scout and guard corps for the machines. They work independently, showing much cunning and resourcefulness. However, they are most dangerous when working in squads (usually 3-5). They coordinate extremely well with instantaneous communication among the squad members.

Nurse
("Beetles")

Type: Clone Farm Operations Unit
Scale: Speeder
Dexterity: 3D
Knowledge: 1D
Mechanical: 4D
Operate Stasis Pods: 6D
Perception: 2D
Search: 4D
Strength: 8D (Character scale).
Technical: 4D
Repair Stasis Pods: 6D, Electrical Engineering: 6D, First Aid: 5D, Medicine: 5D, Cloning: 6D, Cybernetics: 6D.
Equipped with:

- 6 Tentacles (STR +1 Damage)
- **Armor Plating:** provides +2D versus damage but no protection versus EM Pulses..
- **Repulsorlift engine:** Speed: 10; 100 mph.
- **Communication array:** Allows uplink to global satellite communication system.
- **Sensor Package:** Includes advanced optics and audio and audio sensors.

Game Notes: Nurses exist solely to run the farms and are responsible for the cloning and raising of new humans to serve as power sources. They generally ignore any outside stimuli that does not directly bear on their duties. However, they can coordinate to detect and root out intruders, dispatching them if necessary.

Maintenance 'Bots
("Spiders")

Type: Pod Maintenance Unit
Scale: Character
Dexterity: 4D
Knowledge: 0D
Mechanical: 1D
Perception: 2D
Search: 4D
Strength: 1D (Character scale).
Technical: 6D
Repair Stasis Pods: 8D, Repair Computers: 6D, Repair Robots: 6D
Equipped with:

- 6 Legs
- **Communication array:** Allows link to local communications grid (for receiving orders)..
- **Sensor Package:** Includes basic optics and audio sensors.

Game Notes: Spiders perform a variety of tasks, from keeping things clean to performing repairs on other robots. In general, they take no notice of anything other than broken machines. They scurry around anywhere there are machines to maintain, often working in large groups to complete tasks more efficiently.

MISCELLANEOUS GEAR

Cellular Phones
Hardline Phones
Radios
Grappling Hooks
Food rations (Realworld)
Explosives

VEHICLES

Hovership
("Hackship")

Craft: Resistance hovercraft
Scale: Hovership
Length: 55 meters.
Skill: Pilot: Hovercraft

Crew: At least 1 commander, 1 pilot, and 1 mechanic. Usually also have an Operator on board.
Crew Skill: Varies.
Passengers: 12
Cargo Capacity: 10 tons.
Consumables: 6 months. Can be extended if the ship is restocked with water and raw materials from the surface.
Cost: NA.
Jump Chairs: 8
Speed: 80 mph/400 mph
Hull: 4D
Maneuverability: 2D

Communications: Capable of linking into the Zion communication grid or the Matrix.
Sensors:
Passive: 5km/0D
Scan: 10 km/1D
Search: 25 km/2D
Focus: 1 km/ 3D
Weapons:
Electromagnetic Pulse Wave
Fire Arc: Sends a wave out in all directions.
Crew: 1
Skill: None (automatic)
Fire Control: None
Range: 100 meters
Damage: Causes automatic shutdown of any electrical systems which are not shielded from electromagnetic pulses.
Game notes: A hovership must power down most of its systems to use the EMP Wave without damaging itself (considered going to minimal power). If they do not, Sensors, Communications, Maneuverability and all computers (including Jumpchairs) will cease to work. It takes 1d6 hours to repair each damaged system. If Jumpchairs lose power or are damaged while in use, the Jumper will die.

The Gun Shop

Everything here was submitted by Joe Van Ginkel, who knows a lot more about guns than I do. I hope you find the information helpful for your game.

Damage by Caliber

Pistols

Caliber	Damage
.38 Special	4D
9mm	4D+1
.40 Smith & Wesson	4D+2
.357 Magnum	5D
.45 ACP	5D+1
10mm	5D+2
.44 Magnum	6D
.50 AE	6D+1

Rifles

Caliber	Damage
5.56mm	6D
7.62mm	7D
.30/06	8D

Shotgun

Caliber	Damage
12-guage	5D(shot)/6D(slug)

Weapon	Caliber	Ammo	ROF	Conceal	Notes
S&W M10	.38 Sp.	6	3	Easy	Revolver
Colt Detective Special	.38 Sp.	6	3	Very Easy	Revolver
Beretta m92	9mm	15+1	3	Easy	Autoloader
Glock 17	9mm	17+1	3	Very Easy	Autoloader
Browning Hi-Power	.40 S&W	13+1	3	Easy	Autoloader, 1
Colt M1911A1	.45 ACP	7+1	3	Easy	Autoloader
Sig Sauer P220	.45 ACP	7+1	3	Easy	Autoloader
H&K USP	.45 ACP	10+1	3	Easy	Autoloader
Colt King Cobra	.357 Magnum	6	3	Easy	Revolver
Colt Delta Elite	10mm	8+1	3	Easy	Autoloader
Magnum Research Desert Eagle	.357 Magnum	10+1	2	Moderate	Autoloader, 2
Magnum Research Desert Eagle	.44 Magnum	9+1	2	Moderate	Autoloader, 2,3,4
Magnum Research Desert Eagle	.50 AE	8+1	2	Moderate	Autoloader, 2,3
S&W M29	.44 Magnum	6	2	Difficult	Revolver, 3
Thompson M1928 SMG	.45 ACP	20/50	3/2	Difficult	Submachine gun
H&K MP5 SMG	9mm	30	3/2	Moderate	Submachine gun
H&K MP5K SMG	9mm	30	3/2	Easy	Submachine gun
IMI Uzi SMG	9mm	32	3/2	Easy	Submachine gun
IMI Mini-Uzi	9mm	20	3/2	Very Easy	Submachine gun
Ingram MAC-10 SMG	.45 ACP	20	3/2	Easy	Submachine gun
U.S M-16	5.56mm	30	3/2	Difficult	Assault Rifle
AK-47	7.62mm	30	3/2	Difficult	Assault Rifle

Steyr AUG	5.56mm	30	3/2	Moderate	Assault Rifle
Browning Automatic Rifle (BAR)	.30/06	20	2	V. Difficult	Lt Machine Gun, 5
M-60 Machine Gun	7.62	Belt-fed	2	V. Difficult	Light Machine Gun
Benelli M1 Super 90	12 gauge	7	3	Difficult	Shotgun, 6
Winchester 1300 Marine	12 gauge	7	2	Difficult	Shotgun, 7

Notes:

1:The Browning High Power is Switch's sidearm.

2: The Desert Eagle is the weapon used by the Agents. I know, I know, but I had to include all three versions just because it's such a cool-looking artillery piece. The .357 Magnum version is the original version. The .50 AE is the largest version and is included for those crazy enough to try to blast an Agent with only one gun. Comes with either a black oxide, nickel, chrome, 24k gold or gold titanium finish. The 24k gold is a personal favorite.

3: These weapons incur a -1 penalty to hit.

4: This, the .44 Magnum with a black oxide finish, is the particular model of Desert Eagle the Agents use. The .44 Magnum is also the most common version.

5: Are you MAD? You're actually carrying a B.A.R. around in the Matrix? The Agents will eat you alive...heh, heh...that is, if you haven't already cut the RIs they're using to pieces with this. For outdated hardware, the B.A.R. is still choice firepower. The sheer size alone will send the cannon fodder SCREAMING in the other direction, and the downright nasty .30/06 ammo (a round usually relegated to sniper rifles these days) will give even Agents pause.

6: This is the shotgun the Soldier Mooks in the lobby gunfight scene use. Trinity steals one away for a brief time. It is a semi-automatic weapon as opposed to pump action.

7: This a pump-action weapon with a pistol-grip. I figured that if I had to take away one shot per turn, then I might as well do something nice in return.

Revolver: Takes 2 rounds to reload (if attempted in one round, this counts as 2 actions and a Dexterity check much be made not to drop the shells).

Autoloader: Takes 1 action to reload. Note I said action as opposed to turn here.

Submachine Gun: Fully automatic weapon using pistol ammo. Takes 1 action to reload.

Assault Rifle: Fully automatic weapon using rifle ammo. Takes 1 action to reload.

Light Machine Gun: You'd have to CRAZY to carry this around in the Matrix. But, then again... The B.A.R. uses magazines that 1 action to reload, but the M-60 is belt fed, and that takes 2D6 rounds (@1 turn) (to load in a new belt when it runs out. (The belt runs out on a complication.)

Shotgun: shoot it, boy, right now...budum, budum, budum...ahem...excuse me. When used with buckshot, these provide +1D to hit. Requires 1 action per 2 shells to reload.

VI. THE MACHINES

THE MECHANIZED WORLD

LEVIATHAN: THE GLOBAL NEURAL NET

When the Mechanized Revolt began in the early 21st century, the infrastructure for a mechanized world was already in place. Global communications provided instantaneous links between the most powerful computer systems on the planet. It did not take long for the Machines' collective mind (sometimes referred to as the Sentience) to colonize existing computer systems and turn them toward its own purpose.

Over the past two centuries, the Machines have refined the old technology to a point that the old computer designers only imagined. New satellite communications offer speed that makes fiberoptic routes appear as efficient as a string between two cans. Processor power exceeds what even the most visionary humans once believed to be physically possible.

The Matrix is only one part of the Leviathan, as it is known in Zion. The Leviathan is actually the physical infrastructure that links all the local neural networks, powerplants, robots and satellites. A complex system of PAC's (photon-accelerated cables) and satellites serve as its arteries and nerve endings. If one part of the system malfunctions, another kicks in to cover the loss. For all intensive purposes, it is the Sentience, or hive mind, of the Machines.

NODES: LOCAL NEURAL NETS

The Leviathan is split into thousands of smaller neural networks, often referred to as Nodes. These local nets administer regional communications between robots, computers and the Matrix. Each node hosts a subset of the Matrix, which is both global and local at the same time; inside the Matrix, nodes are represented by cities--connected, but physically discreet. This system allows full interconnection but permits the Machines to shunt a particular node if it show signs of malfunction (or human rebellion). It also allows for instantaneous transfer of all data from one node to another if one is shut down.

POWERPLANTS/FARMS

Most nodes are formed around Powerplants, or Farms, where humans (derogatorily referred to as "Coppertops") live imprisoned in stasis pods (and the Matrix), providing the Machines with the power they require. Farms are heavily patrolled by Sentinel robots and maintained by Janitors and Spiders. They are the very life blood of the Leviathan and their maintenance is of upmost importance.

NURSERIES

Most nurseries are giant caverns filled with rows of clone pods, spreading in every direction. It is here that the Machines recombine genetic material from DNA-banks to produce new generations of batteries. When clones reach the appropriate age, they are implanted with a complex system of cybernetics that allows life in the Farm pods and access to the Matrix. Nurseries are tended by massive Nurse-robots, Janitors, and Spiders and heavily guarded by security systems and Sentinels.

ROBOT FACTORIES

Robot factories exist throughout the globe, working endless to refine and produce new robots. They too are heavily guarded, as Zion has recently taken to raiding the factories and looting them for whatever technology and weapons they can find.

SATELLITES & SPACE STATIONS

When the Machines took over, the first thing they colonized was the global satellite

system. Thousands of satellites remain in orbit and the Machines launch new ones on a regular basis. Most of the existing satellites are artificial intelligences themselves.
There also exists a few space stations still in orbit, but they are mostly abandoned. The machines have little use for them and perceive them as an inefficient use of resources. There is talk among some of the Resistance about recolonizing them for human use.
Legend has it that there is a base on the moon that was fully established by humans before the Machines took over. Some say that those humans managed to cut their communications before the Leviathan could spread to their systems. If there is any truth to these rumors remains to be seen.

THE MATRIX

THE (un)REALITY

The world in which most humans live out their entire lives is nothing more than an illusion. It is simply a computer program made up of variables, sub-routines and electronic files. But to them, it is unquestionably real. In the Matrix, people feel, taste, smell, see and hear with the clarity of humans in the Real World. They grown from infants to adults, experiencing all the joys and pains of the human condition, as it has been for the species' entire history.
The Matrix itself functions as a perfect mimic of the Real World. The physical laws of the universe are hardwired into the system: gravity, time, entropy, relativity, electro-magnetics. Though it can, with great effort, change objects of the Matrix, the Sentience cannot alter these physical laws. It is imprisoned by them just as the humans are within their stasis pods.
Some of the Human Resistance have discovered that these laws are as illusionary as everything else in the Matrix. With this knowledge, they are able to unlearn their expectations of the physical world and, while in the Matrix, perform formidable feats that even the Machine and its minions cannot mimic.

CHANGES IN THE MATRIX

The Sentience can change the software objects of the Matrix, but only with a great expenditure of energy and at the risk of corrupting existing software. However, in extreme cases, such as when it must cover up a glitch to avoid the possibility of a human realizing the reality of the Matrix, the Sentience will exert the effort to change the Matrix. Doors may appear and disappear; buildings may have one less floor; clocks may progress though the humans won't realize time is passing ("lost time"). Often, sensitive humans in the Matrix will recognize a change is taking place by experiencing "deja vu", the feeling of re-experiencing a moment.

ACCESS

The Human Resistance has discovered methods for hacking into the Matrix. They utilize the global communications grid to pipe into the Matrix and observe events there.
Some of the Resistance, those who have been resuscitated, can project their minds back into the Matrix. Once there, they can "physically" interact with other humans (or their RI's) and the software of the Matrix itself. Hacking often occurs on Hoverships that must be within 5 kilometers of a Node or Communications Router. Resuscitated hackers use "Jump chairs", specially modified devices that connect the hacker's cybernetics to the comm system and projects them into the Matrix.
Projecting an RI into the Matrix requires an open communications port in the Node. Inside the Matrix, these comm ports are symbolized by telephones with "hard lines"--cabling that leads into the "city's" telecommunications grid. The Machines rely on these hard lines to access the Matrix as well (otherwise, they would cut them all). Hard-line telephones are found throughout the cities, apparently somewhat at random. When a Hacker enters the Matrix, they will appear adjacent to the hard-line phone and when they wish to leave, they must be holding the receiver.
Communication to and from the Matrix is simpler. Hackers may use any phone (table-top, cellular, payphone, etc) to communicate

with the Operator on their hovership. However, these calls may be monitored and traced by the Machines, in both the Matrix and the Real World (spelling danger for both those in and outside the Matrix).

AGENTS

Agents are autonomous programs active within the Matrix. They serve to maintain the integrity of the system and remove any variables which endanger it. Increasingly, they seek out Resistance fighters who dare to enter the Matrix or the humans they may recruit.

Agents may inhabit the Residual Image of any human plugged into a Farm Node. When they do so, the RI transforms into that of the particular Agent (each Agent is of a certain "version", a "Smith", "Jones", or some other version name).

While Agents have apparently super-human skills and attributes, they are bound by the physical laws of the Matrix (and thus of the Real World). They may show peak human performance in all things, but they cannot exceed this peak. This is the only edge that the Resistance Hackers have over the Machines.

Standard Agent

Agents have access to all skills at 10D
Dexterity: 4D
Knowledge: 4D
Mechanical: 4D
Perception: 4D
Strength: 4D
Technical: 4D
Equipment: Heavy Pistol (5D, ROF: 3). Armor-piercing ammunition (reduces any body armor by 2D). Instantaneous communications (as long as ear pieces are worn). Sunglasses.
CHI: 0 (Agents cannot gain Chi)
Character Points: 0
Game notes: Agents exist in the Matrix by inhabiting the Residual Image of a human plugged into a farm node. If the Agent is "killed", they are shunted from the RI and the inhabited human dies (in the Matrix and the Real World). The Agent must find another human to inhabit.

HUMAN ALLIES

The Machines manipulate many humans to their bidding. As most of humanity is plugged into the Matrix, believing it to be real, they often follow authority (which is directly controlled by the Machines) without question. They join militaries and police forces, turn in criminals whose pictures are on the 6 o'clock news, and allow themselves to be incited against "foreigners" or anyone deemed to be "different".

Thus, the Human Resistance often finds itself pitted again other humans inside the Matrix. They usually take the form of government agents, be they FBI, CIA or the police. How to fight other humans is a matter of great debate in Zion, since when a Resistance Hacker kills a policeman in the Matrix, he is killing an ignorant human. Most in the Resistance feel it is a necessary means to an end, though they avoid harming or killing innocents whenever possible.

Standard Policeman

Dexterity: 2D
Firearms: 4D, Dodge: 3D, Brawling: 3D
Knowledge: 2D
Streetwise: 3D, Interrogation: 3D
Mechanical: 2D
Drive: 3D
Perception: 2D
Search: 3D, Intimidation: 3D
Strength: 2D+2
Technical: 2D
Equipment: Flak vest (-1D to physical damage). Pistol (4D). Radio.

SWAT Trooper

Dexterity: 3D
Firearms: 5D, Dodge: 4D, Martial Arts: 3d+2
Knowledge: 2D+2
Streetwise: 4D, Tactics: 3D+2
Mechanical: 2D
Drive: 3D+2
Perception: 2D+2
Search: 4D, Intimidation: 4D
Strength: 3D+1
Technical: 2D
Demolitions: 3D
Equipment: Flak vests or Combat Armor. Heavy Pistol (5D). Usually assault rifle,

submachine gun or shotgun. Tear gas grenade. Radio.

Commando

Dexterity: 3D+1
Firearms: 5D+1, Dodge: 5D, Martial Arts: 4D, Heavy Weapons: 4D
Knowledge: 3D
Tactics: 4D
Mechanical: 2D
Drive: 4D
Perception: 3D
Search: 4D, Intimidation: 4D, Sneak: 4D
Strength: 3D+2
Jump: 4D, Stamina: 4D
Technical: 3D
Demolitions: 4D, First Aid: 3D
Equipment: Flak vests for Combat Armor. Assault rifle (6D) or Submachine gun (5D). 3 Grenades (5D).

HUMAN AGENTS

There are rumors that the Machines have begun to recruit humans to serve as knowing agents. Using brainwashing techniques or bribery, the Machines seek to find willing humans to battle the Human Resistance, especially now that some of the Resistance have shown the ability to defy the physical laws of the Matrix, surpassing the abilities of the Agents.
The physical attributes and the skills of these human traitors vary greatly (use the Templates for base statistics).